

GOOD TASTIE

The Official Newsletter of the
Thunder Bay
Atari
ST
Enthusiasts

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The October Meeting

It does look like more of us are returning to our computers, judging by the turnout on Wednesday. Those attending included new member Neville Riddell. A warm welcome is extended to you, and I am sure that you will enjoy being part of our User Group. Doug Stankey demonstrated the new Flight Simulator scenery disk that he has added to his collection; the graphics were quite good. The Disk-of-the-Month offering was a sellout. I demonstrated the GFA disk cataloging program that I wrote this summer, somewhat ambitiously called 'Mastercat'.

Several items were discussed including:

- Roy Stokes' inability to continue as an officer of the Club.
- Searching for software sources.
- Membership renewals.
- A 'New Members' package.
- Equipment for use at meetings.
- PD Library.
- Disk-style newsletter.

a. Roy Stokes' resignation.

It was with great regret that Roy's resignation was accepted. He was of the opinion that if he was unable to be present at the meetings, he could not fulfill his commitment to TASTE; Roy is free only on Wednesdays. He also felt that if a day or date was agreed upon, it was more important that the Disk-of-the-Month person and Head Librarian, Ed Gierluga, be present on that date. Roy has handed over his detailed ledger to me. I will look after his functions until a successor is found. Thank you very much for the support and help, Roy, and it was reassuring to learn from you that you will continue to actively support TASTE.

b. Software Search.

Doug Stankey was concerned that there appears to be 'desert' with regard to sources for software. He was also keen on getting magazines from the UK.

Roland Framboise agreed to take care of this search since he has already contacted some sources. Doug Orlowski will provide a list of software and magazines available in the UK.

Action: *Roland Framboise, Doug Orlowski.*

c. Membership Renewals.

Members were reminded that many membership renewals would be due by November. Please check your mailing label; the lower right corner will give you the expiry month and year eg. NOV/88. A reminder slip will also be attached to your newsletter.

Action: *Neville Denetto*

d. New Member Package.

This suggestion, put forward by me, was well accepted. It will consist of a free disk which will contain our latest PD listing, and a selection of useful programs. A list of members, sources for hardware and software, magazines, and several other pieces of information will also be provided.

Action: *Neville Denetto, Ed Gierluga.*

Note: The printed material will be available free of charge to existing members. The disk will be available for a nominal price of \$2.00 when requested by present members.

e. Equipment for use at meetings.

You may have noticed that Doug Stankey has brought his Mega2 to many meetings (apart from Roy Stokes who had also lent his 1040 for several meetings), and Ed brought along his two monitors for every meeting except the last one (because he was working). I am sure you will

Next Meeting

Wednesday, November 30th
7.00 pm

Confederation College
Aircraft Maintenance Hangar

agree with me that this is an unsatisfactory situation. Could you therefore consider lending your equipment for use once in a way? I will bring my equipment for the next meeting. Ed will bring his monitors, as usual. I hope you do not mind my asking for more names to be added to the 'lenders list'. Thanks very much in advance.

Action: All

f. PD Library.

We have 82 disks in our library at the present time. They are yours for a cost of \$4.00 each. Compare this with the \$6 charged by some other clubs, for much less material. Please phone Ed (345-1722) and tell him what you need. We could use your support, apart from the fact that these disks are excellent value for the money.

Action: All

g. Disk Newsletter.

Our colleagues in Winnipeg have switched to a disk-type of newsletter, says Len Stokes, President of the WSTUG. The main reason is a saving in costs. Patterned on what they do, here is what I proposed: -

I will produce a disk each month which will contain all the information you see here; all text files will be in ASC format. In addition, the disk will contain numerous pieces of interest to you such as the latest downloads from Genie provided by Ed, extracts from their weekly roundtable conferences, price lists, extracts from two disk newsletters that I subscribe to: the Netherlands ST news, and the Minnesota diskletter. I will also try to include such items as Neo, Degas etc picture files, tutorials on GFA Basic etc. - the cost will be \$1.00 PLUS your blank disk, or \$3.00 if you do not have a blank disk to give.

Advantages:

1. A cost savings of \$150 to \$180 a year.
2. A disk can store up to 5 times the amount of information that can be provided in a 4-page newsletter.
3. All material will be up-to-date.
4. Much easier to produce.
5. A small bonus program will be included each month (accessory, utility, Degas or similar picture etc.).
6. May encourage better attendance at meetings.

Disadvantages:

Not as personal as a printed newsletter

No final decision will be made until the majority of members are consulted.

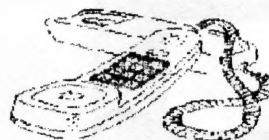
The meeting adjourned at 9.15 pm.

..... Neville Denetto

November 30th - GAMES NIGHT

This month's meeting should be different from earlier ones in that there is a main theme, namely GAMES. Three, maybe even four separate colour unite will be set up for your use. If you have any recent games, bring them along. Several members will be bringing their choice programs - Doug Orlowski, Ed Gieruga, Doug Stankey, Jim Dick, Roy Stokes, and several others. This should be a fun night for all of us. I am also preparing a fairly elaborate software listing which will be available that night, and it will consist mostly of game programs, with prices, and sources. If you have any such information you would like to bring along, please do so.

See you all on the 30th..... Neville D.



ATARI Presidential Conference

The following is an edited summary of the On-line Comp-u-Serve Conference

which took place on October 3rd 1988. Ed Gieruga took part in the conference, and provided TASTE with a transcript. Sam Tramiel, President Of Atari, was in the 'hot seat'; Ron Luks acted as the moderator; a total of 108 ST users took part.

(SYSOP-Ron) Hello everyone....

Tonights special CONFERENCE with Sam Tramiel, the President of ATARI Corp. will begin in just a few seconds. To ask Sam a Question, you must type /QUE to get into the queue. I'll recognize the next person in line one at a time. Please keep your questions simple and ask only one question at a time. Mark Jansen of ATARI will be typing for Sam tonight. Does Sam have any opening statement before we open the floor for questions?

Sam Tramiel (ST): Sorry for not being available last Monday night. There was a conflict with a Jewish holy day. There is another Jewish holy day today but, I dared not do it again. So here we are.

(SYSOP-Ron) thanks Sam. We all appreciate you showing up here to answer some very nagging questions. Okay, first user.

Moderator recognizes queue #1 Mark Woolworth

Q: What about any new machines?

ST: We will start shipping in earnest to the US market in early 1989, including the ST and the line of pc compatibles and our new members of the ST family.

The Abaq is now called the ATW (Atari work Station)...

Q: What about support for the ST?

ST: We will and do support developers all over the world and suggest that US developers learn how to export which would help themselves and the economy. I am sorry to see Compute drop the ST mag but I hope that they will revisit the issue when they see tens of thousands STs sold monthly in the USA. Last month I was in Germany for the Annual Atari Fair in Dusseldorf. It was incredible, over 30,000 in attendance for the weekend...

Q: Regarding support in USA ?

ST: We definitely plan to bring in software from Europe.

Q: What is the fate of the 68030 box?

ST: We have already published the details of new TOS to developers and will do so for the rest of the users when it is released. We are working on the TT, and hope to show it in early '89. Until then, no further comments on the TT..... but, it will knock your socks off! :-)

Q: Do you have any plans for an IBM 286 board for the ST line?

ST: No.

Q: Ballpark Date/Price of new TOS ROMS to users?

ST: Date: early 1989, depending on ROM deliveries. Price - Reasonable.

Q: C'mon Sam. "Reasonable"???? How about a price range?

ST: You know that we are always reasonable, Ron.

Q: Why don't you provide an easier upgrade path for memory, drives, so that the 'poor' owners of 520 STFM's for instance would find it easier to get double sided drives, and more memory?

ST: It is a tradeoff between cost and upgradability. Adding the upgradability will increase the cost of every unit.

Moderator recognizes queue #12 Edward Gieruga <28>

Ed: You folks make a beautiful machine, but your marketing strategy is scaring the heck out of me. Have you read David Small's message (#111539) regarding Neil Harris' resignation? It's worth reading.

ST: To be honest, I have not read David Small's message, but I... As I was saying before that "glitch". I wish Neil a lot of success in his new job. It was a pleasure to work with him over the years that I have known him.

Q: Are you planning to make any additions to the ST like stereo sound and speech synthesis?

ST: No comment. Sorry, but we do not want to promise new things until they are ready.

Q: What about the portable ST? Fact or fiction?

ST: Fact. We are working on it, and will ship it as soon as it is ready.

Q: Do you see any major changes at Atari or the ST market in the near future. This includes the possibility of a revamped ST based on new technology like the 68020/30 while remaining ST compatible?

ST: I hope so...we plan for Atari to be number two or number three in the world personal computer market and we hope to make the ST one of the standard machines in the US during 1989. I would prefer not to comment on details of future ST or TT machines at present.

Q: The freeze on development because of the unstable US ATARI market caused by Atari's unpredictable moves in the last 6 months.

ST: I think I answered that question before. We plan to sell a lot of machines in the US. (Note: Oct24th: I phoned J.B. Marketing in Ottawa re. Word Perfect. There is only one programmer working on the ST version - ND) Comment... still no answer though, thanks(Readey)

Sam Tramiel... Closing comments:

I appreciate the support of all of you, and I really hope that in 1989, you will not be such a minority in the USA's personal computer world. It is a pleasure to see Atari so successful in Europe and I'm sure that with more DRAM as we expect in '89, we will be able to be successful in the US as well.

Good night to everyone..... (Sam Tramiel)

ST Report Editor Note... We sure hope Sam T. didn't split because of a "rough" question or two.... TemperTemper Sam.....We will concede one thing, Sam gave us more info directly and indirectly here than we have seen in the last few weeks. We will analyze this conference and, over the next few weeks, publish our findings. ----EG

UK SCENE

By Doug Orlowski

This column will be used to review new games software that I get in from Britain and which should turn up in North America.

GAUNTLET II

US GAMES/ATARI 1988

This game is quite the improvement over its predecessor, the original game of GAUNTLET. It is probably the best arcade conversion done to date for the ST. It includes all the features of the arcade version including the ability to select more than one of the same type of character (such as two wizards, two elves, etc.), digitized voices, excellent character movement, music, background noises, correct colours, etc. An adapter is available which allows for four players to be on the screen at the same time. This feature mimics the arcade version to a "T".

I've come to the conclusion that this game had best be played with two or more players as it's akin to the arcade version at it's highest possible difficulty setting. Be sure also to use a joystick which allows good diagonal movement. Many traps and secret rooms can only be activated from a diagonal movement.

Along with the monsters from the original game there are some new ones:

Super Sorcerers: Appears then disappears after shooting player. Very fast. Magic only stuns him.

Acid Puddles: Cannot be shot. Magic only stuns them. Causes damage to player.

IT Monster: Looks like a glowing disk. If it touches the player you are "it" and all monsters will be attracted to you. If you touch another player that player becomes "it".

THAT Monster: Looks like IT monster. If THAT touches you the player loses a special power, a potion or 100 health points.

The Thief: Appears at the players start position and steals an item from the richest player unless he is shot. If he escapes the loot is on the next level down.

The Mugger: Can appear more than once on a level and steals health points from the richest player.

The Dragon:

These creatures don't appear very often. They have to be hit several times on the head to kill them. If your character gets too close they will be killed by the dragon's flame breath.

HINTS and TIPS

When playing two or more players let the IT monster touch one of them. Go up into an alcove and fire at the approaching creatures. The other players can then destroy the monster generators, or help get rid of the monsters by shooting them from behind.

From ST ACTION comes another tip:

"The easiest way of accessing the secret room is by collecting super shots. Don't pick them up until you've completely cleared a dungeon, then retrace your steps, pick up the super shots and go to the exit without pressing the fire button. Keep this up to enter the room."

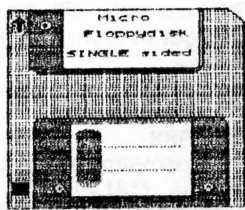
I also hope to have in soon: *Dungeon Master 2*, *"Kaos Strikes Back"*, *R-Type*, *1943*, *Black Tiger*, *Double Dragon* and the non games program *Quantum Pain* for review soon.

Till then, have fun Doug Orlowski

GAMES NIGHT, NOVEMBER 30th

DISK-OF-THE-MONTH

November's disk of the month contains over 750k worth of data and represents an excellent value for the \$4.00 asking price. In order to fit this much data on a single sided disk it was necessary to arc these programs. Arc.ttp is provided on the disk for un-arc'ing the files. Following is a list of the programs contained on this month's disk of the month:



OPEN ME.1ST FOLDER- Contains ARC.TTP and READ ME.1ST a file which give instructions for unarc'ing the files on this disk.

FORMT236.ARC This SHAREWARE program is written in compiled GFA Basic and is billed as a complete ST and IBM copy/format program.

KDOODLER.ARC This is a drawing program which will allow you to load and save pictures in DEGAS format. Once Unarc'd, the KDOODLER file will take over 400k; single sided disk users will have to use an extended format. This program is also SHAREWARE and written in compiled GFA Basic. Those who register this program will receive an improved version which will allow you to load and convert PRINTMASTER and LABELMASTER ICONS to DEGAS format for further manipulation. It will also allow you to load MacPaint files. A file of this size would be offered as a single disk by many user groups, but here you get it along with other useful programs.

MOUTHIII.ARC MOUTH III is a terminal program/file reader with speech output for ST computers. MOUTH III will run in any resolution and allows you to vary both the speed and the pitch of the computer voice. It will read standard text files with its built in speech synthesis as well as providing a basic terminal program.

STICKER.ARC (runs only in Mono). This is a very professional looking disk label program from Germany which will allow you to design disk labels featuring both text and graphics. The program comes with many appropriate icons to use on your labels. They printed out very nicely on my STAR NX-1000 printer. This program is also SHAREWARE and is over 200k when unarc'd.

As you can see this disk contains many useful utilities. I'll be demonstrating this disk at the November meeting and it will be available for purchase at that time.

Ed Glertuga

ST INSIDER

with Ed Glertuga

I hope you all enjoy this first installment of ST INSIDER. We will be making this a fairly regular column and it will be replacing ST REPORTS CONFIDENTIAL. In doing so we will be getting our scoops from many more sources including the above.

Atari Corp. -As reported earlier *Neil Harris* has left Atari. We have now found out that *Sig Hartman* will be the new Spokesman for Atari. Sig reassures the Developers that they will prosper by developing for the ST line in the USA. To this end he promised better support for both developers and user groups. -After Neil's resignation, David Small (developer of Mac emulators for the ST) had some negative assessments regarding the future of Atari. Since then, a visit to Atari and being able to see some of

their new developments has led Small to be more encouraged toward the Atari line and also retract his previous assessment.

Software -Look for *G+PLUS* which is an improved replacement for Atari's GDOS, and *MULTIDESK* which allows you to load an unlimited amount of accessories and even run accessories as programs. -The battle for supremacy in Atari desktop publishing should be heating up. Both *PAGESTREAM*, formerly Publishing Partner Professional and *CALAMAS* should now be shipping. *PAGESTREAM* at this time still has about 20 bugs, most of which are minor. The makers say it is still very usable and will allow you to do things that other programs simply won't do. - *WORD PERFECT CORP.* may get re-involved with the ST after COMDEX. - *WORDS UP!* Neocrypt is constantly improving their product and it is said to be by some in the top three of word processing and the most powerful in the G-Dos arena at this time. NEOCEPT (805-498-3840)

HARDWARE -FUTURE SYSTEMS has revamped their *Indus Midi 5.25 floppy drive*, it's faster and better than ever. -The Amiga had touted the fact that their machine worked with video images and could lock onto a video signal to superimpose graphics over the picture. Atari owners with their better quality monitor will soon have the same ability now that *Genlock* has been developed for the ST. It is real and right around the corner as soon as the FCC approves it. Versions for the 1040ST and 520ST are now in development. Cost...less than \$500.00. For info: JRI Genlock Systems for the MEGA ST, PO Box 5277, Pittsburgh, CA 94565 (415)458-9577. -Stereo sound for the ST is here! The miracle workers at Practical Solutions have done it AGAIN!! The *Twelette board* makes the ST a Stereo machine. Give them a call at 602-384-9612. -The 128k roms that one uses in David Small's new Macintosh emulator the *SPECTRE 128* really make a big difference when it comes to compatibility. The SPECTRE 128 sells for \$179.00, the roms must be bought separately and go for about \$100.00 USA. Gadgets by Small (303)791-6098. -RUMOUR? The *NEW Atari Machine*, (68030 - Unix - Ethernet - Super Resolution), will be Atari's answer and masked joint venture with the NeXT...Jobs Saw JT when? Atari's machine is one meg and affordable. Just under \$2000.000! Stunning. Jobs sells the schools, Atari sells the students etc....What? Chances are we'll never see it.

MISCELLANEOUS -Yamaha, a leader in Midi Instrument Manufacture, has a free newsletter available send to: AFTERTOUCHE, PO BOX 7938, Northridge, CA 91327-7938. -ST APPLICATIONS the first ST monthly packed it in last month. -ST X-PRESS has returned from a 3 or 4 month hiatus, during which time they reorganized their operation and changed the format of their magazine.

Until the next time Ed Glertuga

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